### Geometric RATTLE

#### Geometric Generalisation of SHAKE and RATTLE

#### Olivier Verdier<sup>1</sup>

(with R. McLachlan<sup>2</sup>, K. Modin<sup>2</sup>, M. Wilkins<sup>2</sup>)

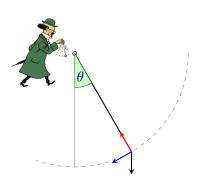




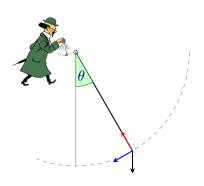
Toronto 2012-07-13



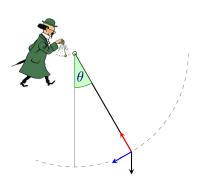
- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion



$$\ddot{\theta} = -\frac{g}{\ell}\sin(\theta)$$



$$\ddot{\theta} = -\sin(\theta)$$

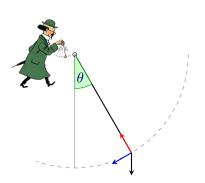


$$\ddot{\theta} = -\sin(\theta)$$

$$\dot{\theta} = \rho_{\theta}$$

$$\dot{\rho_{\theta}} = -\sin(\theta)$$

The phase space is a two dimensional cylinder.



$$\ddot{\theta} = -\sin(\theta)$$

$$\dot{\theta} = \rho_{\theta}$$

$$\dot{\rho_{\theta}} = -\sin(\theta)$$

The phase space is a two dimensional cylinder.

Often: parametrisation is impossible!

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$



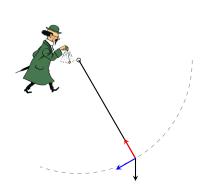
$$H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$
$$\begin{cases} \dot{\mathbf{q}} = \mathbf{p} \\ \dot{\mathbf{p}} = \mathbf{g} \end{cases}$$

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$



$$H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$
$$\begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} \end{cases}$$

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$



$$H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$

$$\begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} - \underbrace{\lambda \mathbf{q}}_{\text{reaction force}} \\ \underbrace{\|\mathbf{q}\|^2 - 1}_{\text{constraint}} = 0 \end{cases}$$

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$



Hidden constraint:

$$\begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} - \underbrace{\lambda \mathbf{q}}_{\text{reaction force}} \\ \|\mathbf{q}\|^2 - 1 = 0 \end{cases}$$

 $H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$ 

$$z = (q_1, q_2, p_1, p_2) \equiv (\mathbf{q}, \mathbf{p}) \subset \mathbf{R}^4$$

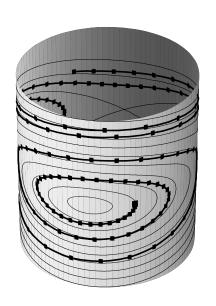


$$H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$

$$\begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} + \lambda \frac{\partial \mathbf{g}}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} - \lambda \frac{\partial \mathbf{g}}{\partial \mathbf{q}} \\ g(q, p) = 0 \end{cases}$$
constraint

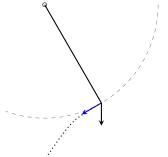
$$\frac{\partial g}{\partial \boldsymbol{q}} \cdot \frac{\partial H}{\partial \boldsymbol{p}} - \frac{\partial g}{\partial \boldsymbol{p}} \cdot \frac{\partial H}{\partial \boldsymbol{q}} = 0$$

# Naive Simulation Fail



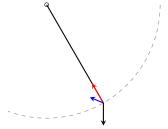
## Essential Idea on Pendulum

Idea: use the *unconstrained* flow (we have integrators for that)



### Essential Idea on Pendulum

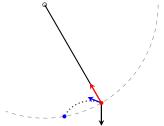
Idea: use the *unconstrained* flow (we have integrators for that)



1 "kick" with the reaction force...

### Essential Idea on Pendulum

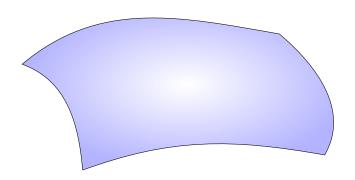
Idea: use the *unconstrained* flow (we have integrators for that)



- 1 "kick" with the reaction force...
- 2 ...so that after free fall (no constraint) during  $\Delta t$ , one lands on the constraint manifold.

Pendulum

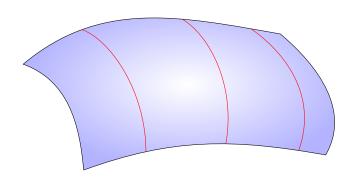
Ambient space: R<sup>4</sup>



#### Pendulum

Constraints

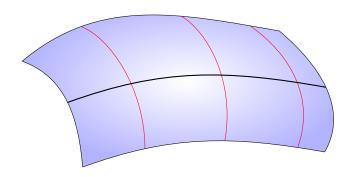
 $\|\mathbf{q}\|^2 = 1$ 



#### Pendulum

Fibres

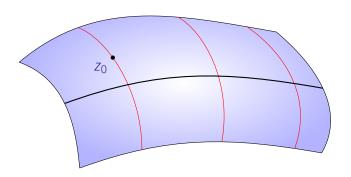
$$(\mathbf{q}, \mathbf{p} + \lambda \mathbf{q}) \quad \lambda \in \mathbf{R}$$



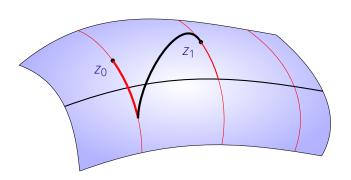
#### Pendulum

Hidden Constraints → Phase Space

$$\mathbf{q} \cdot \mathbf{p} = 0$$



Pendulum



#### Pendulum

Kick + free fall

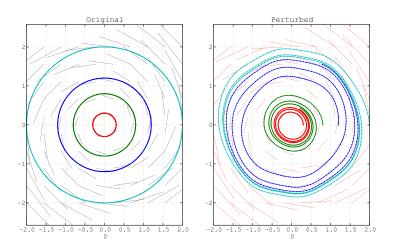
## Questions

- Are there conditions on the constraints? on *H*, for this to work?
- Why is it a good idea?

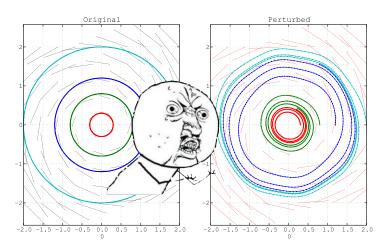
- 1 Introduction
- 2 Motivation
  - Backward Error Analysis
  - Symplecticity
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

- 1 Introduction
- 2 Motivation
  - Backward Error Analysis
  - Symplecticity
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

# Structural Stability



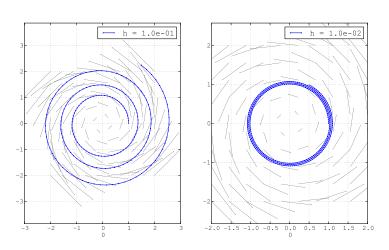
# Structural Stability



Invariants are destroyed by arbitrary perturbation of the vector field

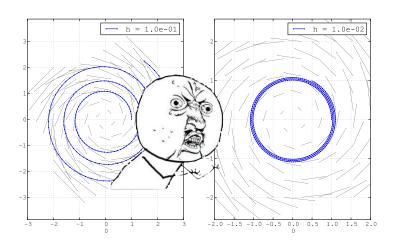
# Backward Error Analysis

A numerical method is an exact solution of a modified vector field



# Backward Error Analysis

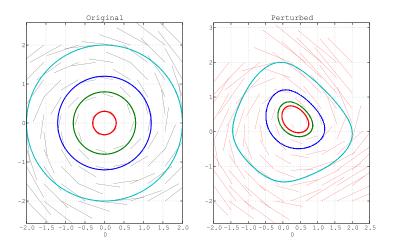
A numerical method is an exact solution of a modified vector field



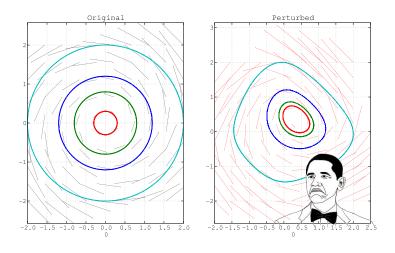
*In general, numerical methods destroy the invariants* 

- 1 Introduction
- 2 Motivation
  - Backward Error Analysis
  - Symplecticity
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

# Symplectic Perturbation



# Symplectic Perturbation



Symplectic perturbations do not destroy all invariants!

# Symplectic Vector Field

Maps a vector field to a "gradient".

In 
$$\mathbf{R}^4$$

$$\omega = \begin{bmatrix} -l_2 \\ l_2 \end{bmatrix}$$

$$z = (\mathbf{q}, \mathbf{p}) \quad dH = \left(\frac{\partial H}{\partial \mathbf{q}}, \frac{\partial H}{\partial \mathbf{p}}\right)$$

$$\omega(\dot{z}) = dH \iff \begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} \end{cases}$$

# Symplectic Vector Field

Maps a vector field to a "gradient".

In 
$$\mathbf{R}^4$$

$$\omega = \begin{bmatrix} -I_2 \end{bmatrix}$$

$$z = (\mathbf{q}, \mathbf{p}) \quad dH = \left(\frac{\partial H}{\partial \mathbf{q}}, \frac{\partial H}{\partial \mathbf{p}}\right)$$

$$\omega(\dot{z}) = dH \iff \begin{cases} \dot{\mathbf{q}} = \frac{\partial H}{\partial \mathbf{p}} \\ \dot{\mathbf{p}} = -\frac{\partial H}{\partial \mathbf{q}} \end{cases}$$
 Symplectic Vector Field

# Symplectic Integrators

An integrator is Symplectic if its modified vector field is symplectic.

## Symplectic Integrators

- An integrator is Symplectic if its modified vector field is symplectic.
- Amazingly, it is possible to find such integrators, with no constraints.

## Symplectic Integrators

- An integrator is Symplectic if its modified vector field is symplectic.
- Amazingly, it is possible to find such integrators, with no constraints.

Goal: symplectic integrator on the phase space.

- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
  - Fibration
  - Coisotropy
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
  - Fibration
  - Coisotropy
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

Submanifold  ${\mathcal M}$  of a symplectic manifold  ${\mathcal P}$ .

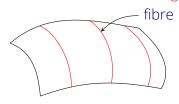
Submanifold  $\mathcal{M}$  of a symplectic manifold  $\mathcal{P}$ .  $\ker \omega|_{\mathcal{M}}$  is defined by:

$$X \in \ker \omega|_{\mathcal{M}} \iff \begin{cases} X \in T_{z}\mathcal{M} \\ \langle \omega(X), Y \rangle = 0 \end{cases} \quad \forall Y \in T_{z}\mathcal{M}$$

Submanifold  $\mathcal M$  of a symplectic manifold  $\mathcal P$ .  $\ker \omega|_{\mathcal M}$  is defined by:

$$X \in \ker \omega|_{\mathcal{M}} \iff \begin{cases} X \in T_{Z}\mathcal{M} \\ \langle \omega(X), Y \rangle = 0 \end{cases} \quad \forall Y \in T_{Z}\mathcal{M}$$

These directions are integrable.



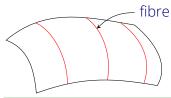
- fibre Tfibre =  $\ker \omega|_{\mathcal{M}}$ 



Submanifold  $\mathcal M$  of a symplectic manifold  $\mathcal P$ .  $\ker \omega|_{\mathcal M}$  is defined by:

$$X \in \ker \omega|_{\mathcal{M}} \iff \begin{cases} X \in T_{z}\mathcal{M} \\ \langle \omega(X), Y \rangle = 0 \end{cases} \quad \forall Y \in T_{z}\mathcal{M}$$

These directions are integrable.



- fibre Tfibre =  $\ker \omega |_{\mathcal{M}}$ 



#### Pendulum

fibre = 
$$\{ (\mathbf{q}, \mathbf{p} + \lambda \mathbf{q}) : \lambda \in \mathbf{R} \quad ||q||^2 = 1 \}$$

- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
  - Fibration
  - Coisotropy
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

## Coisotropy Assumption

We assume that dim fibre is "as big as possible"

Coisotropy Assumption  $\dim \text{fibre} = \operatorname{codim} \mathcal{M}$ 

## Coisotropy Assumption

We assume that dim fibre is "as big as possible"

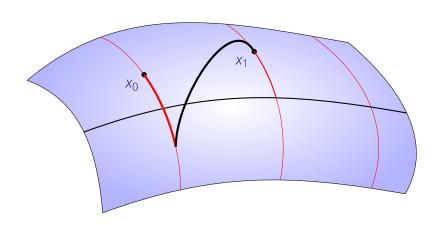
Coisotropy Assumption  $\dim \text{fibre} = \operatorname{codim} \mathcal{M}$ 

### Pendulum

$$g = ||q||^2 - 1$$

Fibre dimension  $= 1 = \text{nb constraints} \implies \text{coisotropy}$ 

# Why Coisotropy?



- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

### Constrained Problem

Use a weak formulation:

$$\omega \quad (\dot{z}(t)) = dH$$

$$\iff \langle \omega(\dot{z}(t)), Y \rangle = \langle dH, Y \rangle$$

$$\forall Y$$

### Constrained Problem

#### On a Constraint Manifold M

Use a weak formulation:

$$\omega|_{\mathcal{M}}(\dot{z}(t)) = dH|_{\mathcal{M}}$$

$$\iff \langle \omega(\dot{z}(t)), Y \rangle = \langle dH, Y \rangle$$

$$\forall Y \in T\mathcal{M}$$

$$z(t) \in \mathcal{M}$$

# Lagrange Multipliers

Equivalently, if  $\mathcal{M} = \{g_i = 0\}$ :

$$\omega(\dot{z}(t)) - dH \in T\mathcal{M}^{\perp} = \operatorname{span}\{dg_1, \dots, dg_k\}$$

## Lagrange Multipliers

Equivalently, if  $\mathcal{M} = \{g_i = 0\}$ :

$$\omega(\dot{z}(t)) - dH \in T\mathcal{M}^{\perp} = \operatorname{span}\{dg_1, \dots, dg_k\}$$

#### Pendulum

$$z = (q_1, q_2, p_1, p_2)$$
$$-\dot{\mathbf{p}} - \frac{\partial H}{\partial \mathbf{q}} = \lambda \mathbf{q}$$
$$\dot{\mathbf{q}} - \frac{\partial H}{\partial \mathbf{p}} = 0$$

$$g(\mathbf{q}) = \|\mathbf{q}\|^2 - 1$$

## Lagrange Multipliers

Equivalently, if 
$$\mathcal{M} = \{g_i = 0\}$$
:

$$\omega(\dot{z}(t)) - dH \in TM^{\perp} = \operatorname{span}\{dg_1, \dots, dg_k\}$$

### Pendulum

$$z = (q_1, q_2, p_1, p_2)$$

$$-\dot{\mathbf{p}} + \mathbf{g} = \lambda \mathbf{q}$$

$$\dot{\mathbf{q}} - \mathbf{p} = 0$$

$$g(\mathbf{q}) = \|\mathbf{q}\|^2 - 1$$

$$H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$

## Differential Algebraic Equation

Recall the weak form

$$\langle \omega(\dot{z}(t)), Y \rangle = \langle dH, Y \rangle$$
  $Y \in TM$   
 $z(t) \in M$ 

It is a Differential Algebraic Equation

## Differential Algebraic Equation

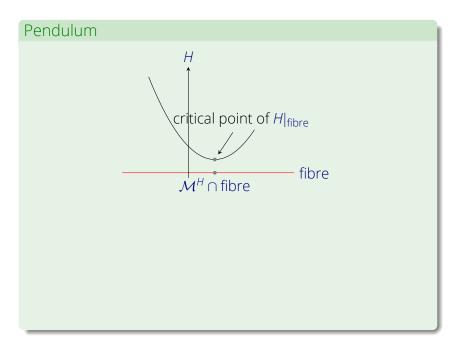
#### Recall the weak form

$$\langle \omega(\dot{z}(t)), Y \rangle = \langle dH, Y \rangle$$
  $Y \in TM$   
 $z(t) \in M$ 

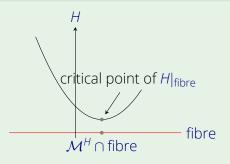
It is a Differential Algebraic Equation

"Hidden" Constraint:

$$\mathcal{M}^H = \{ z \in \mathcal{M} : dH = 0 \text{ in the fibre direction } \}$$



#### Pendulum



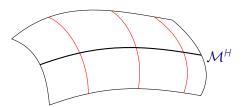
$$\mathcal{H}(\lambda) := H|_{\text{fibre}}(\lambda) = \frac{\|\mathbf{p} + \lambda \mathbf{q}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$$
$$\mathcal{H}'(\lambda) = 0 \iff \mathbf{p} \cdot \mathbf{q} = 0$$

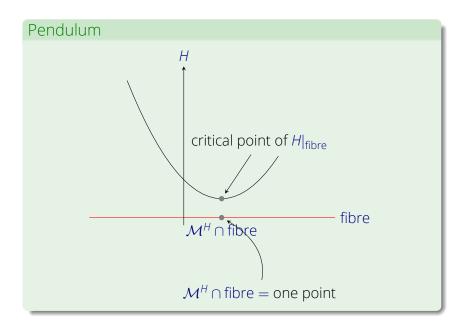
- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

# Nondegeneracy Assumption

$$\mathcal{M}^H = \{ z \in \mathcal{M} : dH = 0 \text{ in the fibre direction } \}$$

The assumption is Hidden constraint  $\mathcal{M}^H$  has no fibres (zero-dimensional)

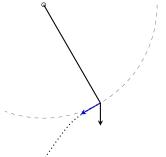




- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

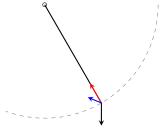
### Essential Idea on Pendulum

Idea: use the *unconstrained* flow (we have integrators for that)



### Essential Idea on Pendulum

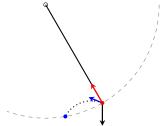
Idea: use the *unconstrained* flow (we have integrators for that)



1 "kick" with the reaction force...

### Essential Idea on Pendulum

Idea: use the *unconstrained* flow (we have integrators for that)



- "kick" with the reaction force...
- 2 ...so that after free fall (no constraint) during  $\Delta t$ , one lands on the constraint manifold.

### Pendulum

First, "move in the fibre", or "kick"...

$$\begin{aligned} \widetilde{\mathbf{q}_0} &= \mathbf{q}_0 \\ \widetilde{\mathbf{p}_0} &= \mathbf{p}_0 + \lambda \mathbf{q}_0 \end{aligned}$$

#### Pendulum

First, "move in the fibre", or "kick"...

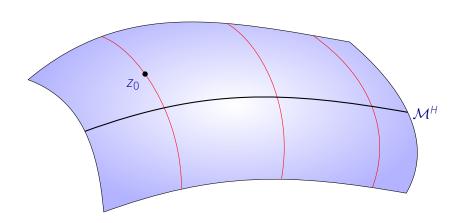
$$\begin{aligned} \widetilde{\mathbf{q}_0} &= \mathbf{q}_0 \\ \widetilde{\mathbf{p}_0} &= \mathbf{p}_0 + \lambda \mathbf{q}_0 \end{aligned}$$

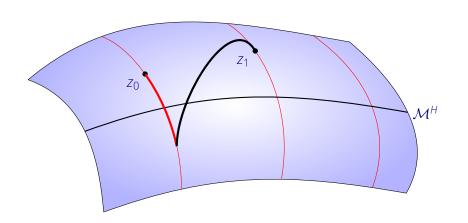
...and find  $\lambda$  such that with the unconstrained problem with symplectic Euler

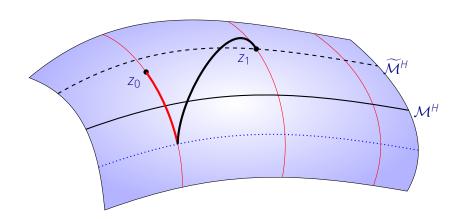
$$\mathbf{q}_{1} = \widetilde{\mathbf{q}_{0}} + hH_{p}(\mathbf{q}_{0}, \mathbf{p}_{1})$$

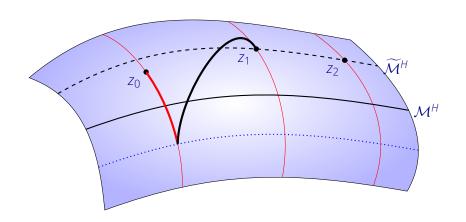
$$\mathbf{p}_{1} = \widetilde{\mathbf{p}_{0}} - hH_{q}(\mathbf{q}_{0}, \mathbf{p}_{1})$$

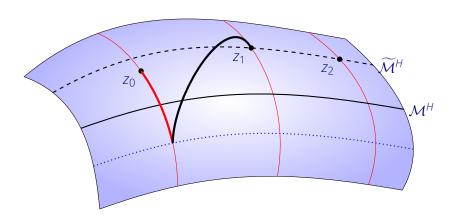
$$0 = g(\mathbf{q}_{1}, \mathbf{p}_{1})$$





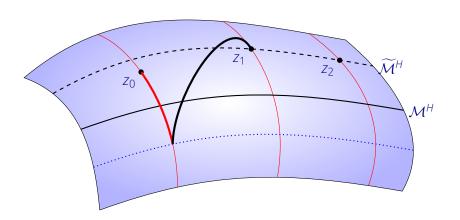




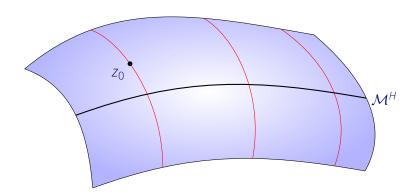


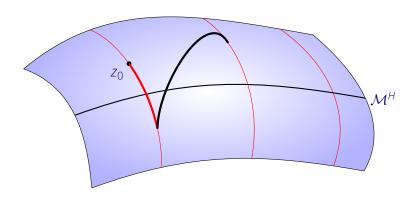
 $z_1 \in \widetilde{\mathcal{M}}^H$  no matter where  $z_0$  is on the fibre

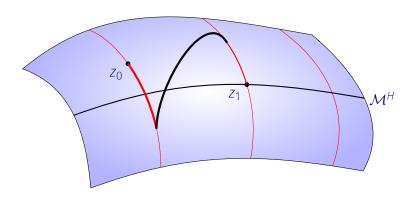
### How SHAKE Works

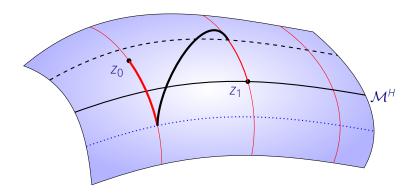


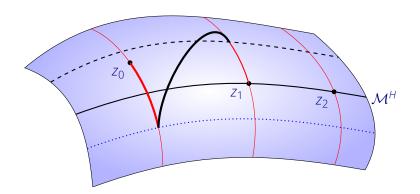
 $z_1 \in \mathcal{M}^H$  no matter where  $z_0$  is on the fibre fibre sliding  $\implies$  SHAKE is (pre)symplectic on  $\mathcal{M}$ 

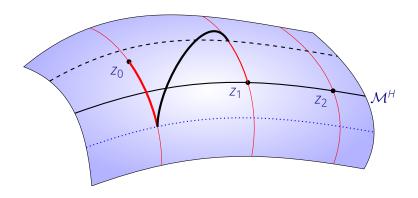




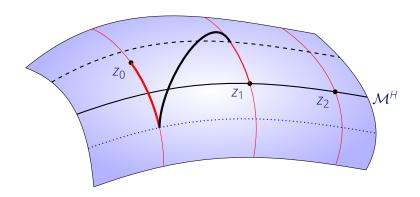




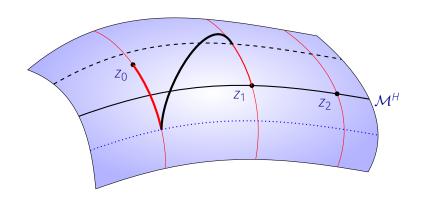




 $z_1 \in \mathcal{M}^H$ , for any  $z_0$ 



 $z_1 \in \mathcal{M}^H$ , for any  $z_0$ RATTLE is a cosmetic improvement over SHAKE (in fact SHAKE = RATTLE as fibre mappings)



 $z_1 \in \mathcal{M}^H$ , for any  $z_0$ RATTLE is a cosmetic improvement over SHAKE (in fact SHAKE = RATTLE as fibre mappings) fibre sliding  $\implies$  RATTLE is symplectic on  $\mathcal{M}^H$ 

#### Fibre Parametrization

To use SHAKE, we need a parametrization of the fibres (which are arbitrary manifolds)

In practice,  $X_{g_i}$  is exactly solvable  $\implies$  fibres are parametrizable

#### Pendulum

This is the group action:

$$\lambda \cdot (\mathbf{q}, \mathbf{p}) = (\mathbf{q}, \mathbf{p} + \lambda \mathbf{q})$$

- 1 Introduction
- 2 Motivation
- 3 Geometry of the Constraints
- 4 Constrained Mechanical Problems
- 5 Nondegeneracy
- 6 The SHAKE and RATTLE Methods
- 7 Conclusion

# Summary

- 1 Coisotropy (fibres are as big as possible)
- 2 Nondegeneracy (hidden constraint has no fibres)
- Parametrized Fibres

## Summary

- 1 Coisotropy (fibres are as big as possible)
- 2 Nondegeneracy (hidden constraint has no fibres)
- 3 Parametrized Fibres

#### then

1

$$\mathcal{M}^H = \left\{ z \in \mathcal{M} : dH = 0 \text{ in the fibre direction} \right\}$$

is the phase space

2 SHAKE/RATTLE methods are symplectic on  $\mathcal{M}/\mathcal{M}^H$ 

#### Classical SHAKE Revisited

When the constraints functions  $g_i$  depend only on position, i.e.,

$$g_i(q,p) = g_i(q)$$

#### then:

- Coisotropy always holds
- Fibres are vector spaces ⇒ always parametrizable
- One assumes  $g'H_{pp}g'$  invertible  $\iff$  nondegeneracy

Example of a new system we can handle

$$z = (q_1, q_2, p_1, p_2) \in \mathbf{R}^4$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$

Example of a new system we can handle

$$z = (q_1, q_2, p_1, p_2) \in \mathbf{R}^4$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$

Note that  $g(\mathbf{q}, \mathbf{p}) = 0$  is the 3-sphere in  $\mathbf{R}^4$   $S^3$ .

Example of a new system we can handle

$$z = (q_1, q_2, p_1, p_2) \in \mathbf{R}^4$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$

Note that  $g(\mathbf{q}, \mathbf{p}) = 0$  is the 3-sphere in  $\mathbb{R}^4$   $S^3$ . The fibration is the Hopf Fibration of  $S^3$  in circles over  $S^2$ .

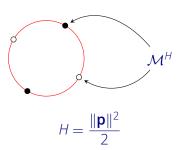


Example of a new system we can handle

$$z = (q_1, q_2, p_1, p_2) \in \mathbf{R}^4$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$

Note that  $g(\mathbf{q}, \mathbf{p}) = 0$  is the 3-sphere in  $\mathbb{R}^4 S^3$ . The fibration is the Hopf Fibration of  $S^3$  in circles over  $S^2$ .



## "Hopf Pendulum"

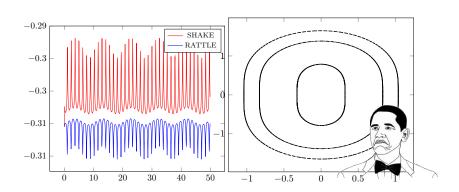
$$z = (q_1, q_2, p_1, p_2)$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$
  $H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$ 

## "Hopf Pendulum"

$$z = (q_1, q_2, p_1, p_2)$$

$$g = \|\mathbf{q}\|^2 + \|\mathbf{p}\|^2 - 1$$
  $H = \frac{\|\mathbf{p}\|^2}{2} - \mathbf{g} \cdot \mathbf{q}$ 



### Conclusions

- SHAKE and RATTLE are explained in a geometric way
- We know exactly the assumptions under which they work
- We can solve new systems

#### Conclusions

- SHAKE and RATTLE are explained in a geometric way
- We know exactly the assumptions under which they work
- We can solve new systems
- Is it possible to drop the coisotropy assumption?

#### Conclusions

- SHAKE and RATTLE are explained in a geometric way
- We know exactly the assumptions under which they work
- We can solve new systems
- Is it possible to drop the coisotropy assumption?

### Thank you for your attention



